

Claims

[c1] 1. An apparatus for calling game comprising:
means for generating airflow by a compression force applied on a resilient first member in a first direction;
means for generating sound, using a vibrating reed, in response to said airflow; and,
depressing a plunger having a top contact end, by contact between said top contact end and said resilient first member, so that a reed-contacting member moves with respect to said reed, such that an increase in a depression distance of said top contact end results in an increase in a length of said reed which is free for sound-generating vibration; and
means for changing a sound characteristic of said airflow by twisting a rigid second member, so as to advance, in a direction opposite said first direction, said rigid member to an advanced position, such that when said rigid second member is advanced, said top contact end is restricted from occupying a location which would be otherwise capable of being occupied, by said top contact end, had said rigid second member remained in a non-advanced position.

- [c2] 2. An apparatus of claim 1 further comprising:
means for providing a sound chamber over a cylindrical surface, where the cylindrical surface has an end orifice therein allowing airflow therethrough and said sound chamber has a proximal end which extends over said cylindrical surface, said sound chamber further having a distal end with a single orifice therein for allowing airflow therethrough, said sound chamber further having a pair of airflow vents on opposing sides of said sound chamber, disposed between said distal end and said proximal end.
- [c3] 3. An apparatus of claim 2 wherein said sound chamber is constructed of a first material which is more pliable than a second material of said cylindrical surface.
- [c4] 4. An apparatus of claim 3 wherein said resilient first member is retained by at least a pair of screws extending in a direction opposite said first direction.
- [c5] 5. A game call comprising:
a bellows, configured to be pushed in a first direction so as to cause an airflow to occur;
said bellows having a top end and a bottom end, where said bottom end has a generally oval-shaped opening;
said first direction being a direction from said top end toward said bottom end;

a body portion having an oval-shaped bellows end, said body portion having a plurality of screw-receiving holes therethrough;

a bellows retainer having an oval-shaped bellows-grasping rim and an oval-shaped lower portion sized to fit inside said oval-shaped bellows end of said body portion;

said oval-shaped bellows-grasping rim having a larger maximum circumference than a maximum circumference of said oval-shaped lower portion;

said bellows retainer having a plurality of screw-grasping holes therein;

each of said plurality of screw-grasping holes being disposed between an airflow-permitting opening in said bellows retainer and an exterior surface of said oval-shaped lower portion;

a reed disposed so as to vibrate when said airflow occurs;

said reed having a reed longitudinal dimension which is greater than a transverse width dimension;

a movable reed-contacting member which contacts said reed along a line parallel with said transverse width dimension of said reed;

said movable reed-contacting member having a contact top end ending upwardly toward said top end of said bellows;

said movable reed-contacting member being disposed so as to be movable when said contact top end is contacted by an inside surface of said bellows when said bellows is pushed in said first direction;
a rigid member, having a rigid member longitudinal axis, said rigid member extending into said body portion; said rigid member disposed so as to advance into said body portion when twisted about said rigid member longitudinal axis; and,
said rigid member disposed so that when advanced inwardly into said body portion, said contact top end is restricted from being pushed to a lower position which otherwise would have been possible without an advancement of said rigid member.

[c6] 6.A game call of claim 5 wherein said airflow is in a direction generally perpendicular to said first direction when said airflow exits said body portion.

[c7] 7.A game call of claim 5 wherein said reed longitudinal axis is oriented in a direction generally perpendicular with respect to said first direction.

[c8] 8.A game call of claim 5 wherein said reed-contacting member is oriented so that a continuous depression of said contact top end does not result in a continuous change in a permissible reed vibration length of said

reed.

[c9] 9.A game call of claim 5 wherein said rigid member has a top exterior surface which contacts a bottom side of said reed-contacting member.

[c10] 10.A game call comprising:
a bellows, configured to be pushed in a first direction so as to cause an airflow to occur;
said bellows having a top end and a bottom end, where said bottom end has a generally oval-shaped opening;
said first direction being a direction from said top end toward said bottom end;
a body portion, having an oval-shaped bellows end, said body portion having a plurality of screw-receiving holes therethrough;
a bellows retainer having an oval-shaped bellows-grasping rim and an oval-shaped lower portion sized to fit inside said oval-shaped bellows end of said body portion;
said oval-shaped bellows-grasping rim having a larger maximum circumference than a maximum circumference of said oval-shaped lower portion;
said bellows retainer having four screw-grasping holes therein;
each of said four screw-grasping holes being disposed between an elongated airflow-permitting opening in said

bellows retainer and an exterior surface of said oval-shaped lower portion;

a reed disposed within said body portion so as to vibrate when said airflow occurs;

said reed having a reed longitudinal dimension which is perpendicular to said first direction and greater than a transverse width dimension of said reed;

a flexibly movable reed-contacting member which contacts said reed along a line parallel with said transverse width dimension of said reed;

said flexibly movable reed-contacting member having a contact top end ending upwardly toward said top end of said bellows in a direction generally perpendicular to said reed longitudinal axis;

said flexibly movable reed-contacting member being disposed so as to be flexibly movable when said contact top end is contacted by an inside surface of said bellows when said bellows is pushed in said first direction;

said flexibly movable reed-contacting member having two detents which define discrete permissible vibration lengths of said reed;

a rigid screw member, having a rigid screw member longitudinal axis which is perpendicular to said reed longitudinal axis, said rigid screw member extending into said body portion; said rigid screw member disposed so as to advance into said body portion when twisted about

said rigid member longitudinal axis; and,
said rigid screw member disposed so that when advanced inwardly into said body portion, a bottom side of said flexibly movable reed-contacting member contacts an exterior end of said rigid screw member so as to limit depression of said flexibly movable reed-contacting member.